



JACK THE NIPPER

(Gremlin Graphics)

If want to be very, very naughty but just can't quite manage it then follow these tips and use then in conjunction with the map to become a real teeny terror. Mucho gratias to **Michael Stirling** from Dundee for supplying the tips and **Paul Gerrard**, who lives on Headly Down in Hampshire, for sending a map.

Once you've grabbed your pea-shooter beetle your way over to the Police Station and take the battery that's located there. Once it's safely in your possession wheel it round to Just Micros and touch the mirror.

JACK THE NIPPER

TO BEDROOM (3)
BANK 46
(48) TO HOUSE
TO ALLEYWAY (9)
(2) TO HALLWAY
TO GRAVEYARD (38)
MUSEUM 47
PLAYSCHOOL 42
TO BANK (46)
HOUSE 43
HOUSE 44
HOUSE 45
HOUSE 50
HOUSE 49
HOUSE 48
FROM (47)
TO LAUNDRETTE (10)
PLAYSCHOOL 39
BANK 40
BANK 41
TO GRAVEYARD
PARK 30
PARK 31
ALLEY 32
PLAYSCHOOL 33
BANK 34
PARK 35
PARK 36
PARK 37
GRAVEYARD 38
TO PARK
TECHNOLOGY 28
I. BLOOM 27
HUMMO SOCKS 26
GUMMO'S CHOMPING MOLARS 25
TO GUMMO
ALLEY 29
TECHNOLOGY 24
I. BLOOM 23
HUMMO SOCKS 22
GUMMO'S CHOMPING MOLARS 21
TO ALLEY
POLICE 20
POLICE 19
LAUNDRETTE 18
MUSEUM UP TO 47 17
MUSEUM 16
JUST MICRO 15
TOY SHOP 14
CHINA SHOPPE 13
TO CHINA SHOPPE
POLICE 12
WALK WAY 11
LAUNDRETTE 10
ALLEY 9
MUSEUM 8
WALK WAY 7
JUST MICRO 6
TOY SHOP 5
CHINA SHOPPE 4
TO POLICE
BEDROOM 3
HALLWAY 2
BEDROOM START
COMPILED BY PAUL GERRARD

I always have a smashing time!

TIPS:

•ITEM	•WHERE FOUND BEHIND RADIATOR IN	•USE
SOAP POWDER	BANK AND MUSEUM	— IN LAUNDRETTE
KEY	PARK 35	— MOVING RADIATORS
BATTERY	POLICE 20	— WITH GLUE BLOW-UP COMPUTERS
GLUE	LAUNDRETTE 18	
PEA-SHOOTER	BEDROOM 1	— HIT PEOPLE

Go and get the glue from the Launderette and take it round to the False Teeth Factory and jump on the conveyor belt with it.

Take the weight from the Prison and jump onto the conveyor belt in the Sock Factory. Use the flower killer, found on the top shelf of the I Bloom flower shop, to kill the flowers in the garden beside the graveyard. Once you've done that take the fertilizer from the graveyard by shooting all the ghosts. Take the stuff back to the same screen that you dropped the poison. Get the key from another part of the garden and enter the Bank. Drop the key and take the disk to the Technology Research Lab and jump onto the computer at the right hand side of the screen. Go back to the bank and pick up the key to open the grating. Drop all the objects you're carrying and go through the hole. Take the box (it's washing powder) and the credit card with an A on it from the top of the cupboard. Take the powder to the Launderette and jump in front of all three machines.

Use the credit card at the bank by jumping at the dispenser outside the bank. Take the potty from the Play School and drop it in the China Shoppe (after breaking the two plates on the top shelf). Take the clay from the same screen as the potty and drop it in the first screen of the Play School. This, for some strange reason, makes a dog, so leave quickly. Take the key from the bank to the museum — this opens the grating. When you go through the grating it's advisable to take a pea-shooter with you since there are a whole load of ghosts in there. Go though the grating and take the bomb from the fireplace, drop the pea-shooter and take the horn. After that honk the horn at the cat in the Police Station, in the living room of Jack's house and in the play school . . . and you'll have scored enough on the naughtyometer to finish the game.

A couple of general tips — break all objects after using them and shoot people, animals and whatever with your pea-shooter to increase your rating on the naughtyometer.